

ALL-MADDEN

John Madden

EA
SPORTS™

MADDEN



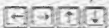
2002

EVERYONE
E
CONTENT RATED BY
ESRB











PLAYERS

BASIC GAMEPLAY CONTROLS





GENERAL GAMEPLAY

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Move a highlighted player	D-Pad	D-Pad	Arrow Keys 



OFFENSE

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Snap the ball	BUTTON 2	A	 or 
Call up passing symbols (after snap)	BUTTON 2	A	 or 
Pass the ball	BUTTONS 1, 2, 3, L1, or R1	X, A, B, LEFT TRIGGER, or RIGHT TRIGGER	 ,  ,  ,  , or 

DEFENSE

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Cycle through defenders	BUTTON 2/ BUTTON 3	A/B	 / 
Control defender closest to the ball	BUTTON 2	A	 or 

KICKING

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Start kick meter/ set kick strength/ kick the ball	BUTTON 2	A	 or 



NOTE: In addition to these basic moves, *Madden NFL™ 2002* includes many other control features that can help lead that fourth quarter comeback. For more detailed information about all gameplay controls, > *Complete Control Summary* on p. 13.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

INTRODUCTION

The award-winning *Madden* franchise returns for another big season on the PC. With an enhanced game engine featuring improved physics, faster gameplay, smoother animations, and more realistic collisions, *Madden* takes its dominance to a new level. Whether you're playing a single-player Exhibition game, going deep into Franchise mode, customizing your own team, or battling buddies in an online football turf war, *Madden NFL 2002* delivers the ultimate football gaming experience for the PC.

GAME FEATURES

- ◆ **The Power Of Madden NFL 2002**—An enhanced graphics engine delivers a faster frame rate, plus real-time lighting effects, time of day changes, and 3D sideline players.
- ◆ **Kickoff the Season With The Newest NFL Franchise**—Take the field with all 32 NFL teams including the expansion Houston Texans.
- ◆ **It's Your Game, It's Your Team**—All-new Create-a-Team feature allows you to create your own team logo and uniforms.
- ◆ **Play Against The World**—New and improved online play lets you play more stable and faster games.
- ◆ **Take Home The Franchise**—Export your franchise team to another roster to play in Exhibition mode.
- ◆ **Online Franchise**—Take your skills and team into an online franchise and compete in a season against people across the country and across the world.

CUSTOM TEAM LOGOS

Create logo images with a standard paint program and import them into *Madden NFL 2002*. The Custom Team Logos feature, new to *Madden NFL 2002*, allows you to create a customized team, helmet, midfield, and endzone logo for your created team. For more information on Custom Team Logos, please refer to the PDF file located on the *Madden NFL 2002* game CD.

For more info about *Madden NFL 2002* and other titles, check out EA SPORTS™ on the web at www.easports.com.



NOTE: See enclosed Install Guide for technical support information.



NOTE: The Houston Texans uniforms were not finalized when this game was completed. The uniforms in *Madden NFL 2002* are generic representations. To see the real uniforms check out www.NFL.com after September 12, 2001.

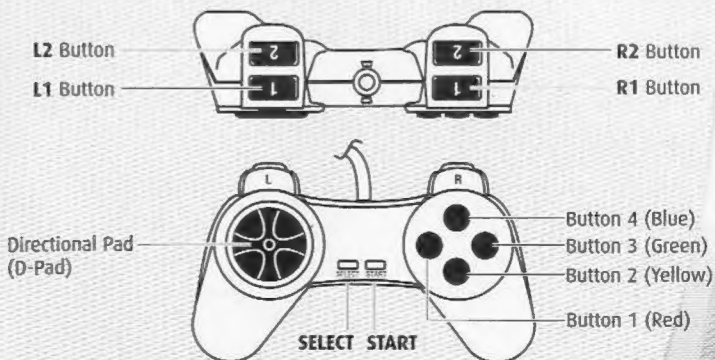
COMMAND REFERENCE

It's easy to navigate *Madden NFL 2002* menus using the keyboard, mouse, or a Windows® supported controller. This section includes the basic controls for *Madden NFL 2002* menu navigation and gameplay.

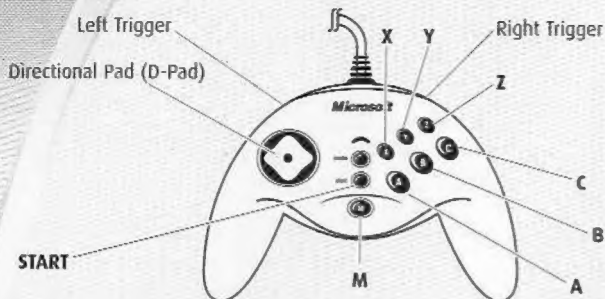


NOTE: In this manual, the **default controls** are shown using Gravis Gamepad Pro controls. To use a different control method (e.g., keyboard or Microsoft® SideWinder Gamepad), refer to this section for the control equivalents.

GRAVIS GAMEPAD PRO



SIDEWINDER



CONVERSION TABLE

<i>Gravis™ Gamepad Pro</i>	<i>SideWinder™</i>	<i>Keyboard</i>
D-Pad	D-Pad	Arrow Keys
BUTTON 1 (RED)	X	
BUTTON 2 (YELLOW)	A	or
BUTTON 3 (GREEN)	B	
BUTTON 4 (BLUE)	Y	
L1	LEFT TRIGGER	
R1	RIGHT TRIGGER	
L2	Z	
R2	C	
SELECT	M	
START	START	

MENU CONTROLS

<i>Action</i>	<i>Gravis™ Gamepad Pro</i>	<i>SideWinder™</i>	<i>Keyboard</i>	<i>Mouse</i>
Highlight menu item	D-Pad	D-Pad	Arrow Keys	Move cursor over option
Cycle through options	D-Pad	D-Pad	Arrow Keys	Move cursor over option

Select highlighted item	BUTTON 2	A	ENTER	Left-click
Cancel/Return to previous screen	BUTTON 1	X	SPACEBAR	Left-click on back arrow
Help Menu	BUTTON 4	Y	F1	Left-click on Help icon
Toggle menu sub-items	BUTTON 3	B	TAB	Move cursor over option/menu
Change focus between option menus	SELECT	M	ALT	Move cursor over option

GENERAL GAMEPLAY CONTROLS

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Pause game	START	START	SPACEBAR
Call timeout	SELECT	M	T
Instant replay	L1 + R1	Left Trigger + Right Trigger	W + R

PLAYCALLING CONTROLS

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Cycle through sets and formations	D-Pad	D-Pad	Arrow Keys ← → ↑ ↓
Select set and formation	BUTTON 2	A	D or ENTER
Cycle through plays	D-Pad ↑	D-Pad ↑	Arrow Keys ← → ↑ ↓
Select a play	BUTTONS 1, 2, or 3	X, A, or B	S , D , or F
Flip play	R2	C	G
Previous formation	BUTTON 4	Y	E

SETTING UP THE GAME

ACTIVE USER PROFILE

When you start *Madden NFL 2002* for the first time, you will be prompted to enter a User Profile name. User Profiles are used to track your own personal games statistics.

Create a custom name for your User Profile



USER PROFILE NAME

The User Profile name that you create appears on the Main Menu screen.



NOTE: The active User Profile also determines the settings used for *Madden NFL 2002*. Any changes that are made (except for system settings) are saved exclusively to the active User Profile. Change User Profiles and the settings change accordingly. This includes the selected roster, custom playbooks, audibles, gameplay settings, etc.

CREATING A NEW USER PROFILE

To create an active User Profile:

1. From the Main menu, click on the Active User Profile button.
2. Click NEW from the pull down menu.
3. Create a user name and press **Button 2**. The new active User Profile is created. For more information, > *User Profile* on p. 35.

MAIN MENU

The Main Menu is *Madden* central. From here, you can choose the game mode you want to play—Exhibition, Franchise and more—or you can access a variety of options that allow you to make pre-game adjustments that fit your style. You can also review statistics and other team and player information.

Review game statistics and other game information

View the *Madden NFL 2002* record book

Create and manage User Profiles (> p. 35)

Set your game settings (> p. 35)

Connect to other Madden players (> p. 43)

Load and Save game files (> p. 46)

Play an EXHIBITION game (> p. 8)

Current User Profile name

Build a FRANCHISE or play in a full NFL Season (> p. 19)

PRACTICE a play from a playbook (> p. 31)

Play in one of the NFL's all-time GREAT GAMES (> p. 33)

View *Madden NFL 2002* Credits and more

Quit *Madden NFL 2002*

Edit team rosters (> p. 47)



Help menu

Play *Madden NFL 2002* online (> p. 46)

ABOUT THIS MANUAL—GETTING HELP

In this manual we've included more *why* and *what* information and less *how* information—why you might want to choose different options rather than how to press the buttons. If you're unsure of which buttons to press in a menu screen, press and hold **Button 4** to get help at any menu.

INSIDE EA SPORTS

Get in the game and inside EA SPORTS. Click **INSIDE EA SPORTS** from the Main menu and preview new releases from EA SPORTS. From here, you can also see who won the 2001 Madden Bowl™ and view *Madden NFL 2002* game credits.



NOTE: Default options are listed in **bold** in this manual.

STARTING AN EXHIBITION GAME

Your Super Bowl™ run begins in Exhibition mode. None of the games count in the standings, but here is where champions are made. In Exhibition mode, you can polish your skills and master the game against live competition. It's a four-quarter turf war between the NFL teams.

To start an Exhibition game:

- From the Main menu, select EXHIBITION. The Team Select screen appears.

TEAM SELECT SCREEN

32 NFL teams, plus classic and All-Madden teams from the past are available for game time. Select the away and home teams of your choice as well as a stadium to play in. If that's not enough, you can also change the time of day and weather.



- After you finish setting up the Team Select menu, click on CONTROLLER SELECT to advance to the next stage of exhibition mode.

AWAY AND HOME TEAMS

Select the Away and Home team buttons to bring down a list of available teams in a pull-down menu. The team's logo will appear on the Team Select screen once it has been selected.

AWAY AND HOME PROFILES

You can attach an active User Profile to both the away and home teams during a game. If an active User Profile is associated with a team during a game, the computer keeps track of the user's statistics. To view the statistics at the end of a game, click on the STATS/INFO button and then USER STATISTICS from the pull-down menu.



NOTE: The same User Profile cannot be used for both Home and Away teams.

SCOUTING REPORT

View team ratings to help determine which teams make good match ups. The higher the ratings, the stronger the team.

TIME OF DAY

Pick the time of day that the game is played. Choose to play during the **DAY**, AFTERNOON, DUSK or under the lights at **NIGHT**.

WEATHER

Select the weather conditions for the game: **FAIR**, RAIN, SNOW, or WINDY. The weather conditions cannot be changed when playing inside a dome.

STADIUM SELECT

Play your game at any of the NFL stadiums throughout the league.

CONTROLLER SELECT SCREEN

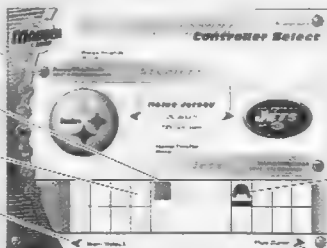
The Controller Select screen is where you select a team to control and which type of controller to use in the game. You can also select which playbook a team uses and the uniform the home team wears.

Select a team
playbook

Controller type

Away Team
controller type

Return to the
Team Select screen



Active User Profile

Select a current or
alternate uniform
for the Home team

Home Team
controller type

Quit

Play the game

PLAYBOOKS

Select from a list of team playbooks in *Madden NFL 2002*. A team can call plays from their own playbook or another team's playbook during a game.

HOME JERSEY

Select the jersey the home team wears during the game. This list sometimes includes throwback uniforms and/or alternate jerseys from the past (not applicable for all teams). The away team wears the opposite jersey type, either dark or white, selected by the home team.

AVAILABLE CONTROLLERS, AWAY TEAM CONTROL, AND HOME TEAM CONTROL

The Available Controllers box shows all of the supported controllers that are connected to your computer. Select a controller that you want to use in the game by pressing left or right (depending if you want to control the away team or home team) with the desired controller.

➡ After you're finished with the pre-game settings, click Play Game to start your game. The teams then take the field for the coin toss.

SITUATION GAMEPLAY

It's late in the fourth quarter and you're trailing by four. See if you can pull off the win to keep your playoff hopes alive. In Situation mode, you can put your team in any live situation in game-like conditions. See if you can come out on top when the final gun sounds.



NOTE: Situation Mode is not a Main menu game option. In order to play in Situation mode, you must access it through the **SETTINGS > GAMEPLAY SETTINGS** option.

SITUATION SETUP

Create the situation that you want to be in. For more information,

➡ *Situation* on p. 39.

To set up the game situation:

1. Select **SETTINGS** from the Main menu. The Settings option list appears.
2. From the Settings pull-down menu, click **GAMEPLAY SETTINGS**.
3. From the Gameplay Settings menu, select the **SITUATION** tab.
4. Change the options to set up the game situation that you want. Make sure the Situation Mode button is set to **ON**.
5. Now, when you start an exhibition game, your game situation is automatically loaded.

PLAYING THE GAME



After all the pre-game adjustments, it's time to strap on the armor and take the field. But before the teams hit the gridiron, the team captains meet in the middle for the coin toss.

COIN TOSS

Before the flip of the coin, the referee asks the visiting team to choose heads or tails. The winner of the toss may choose to kick, receive, or defend a goal; the loser picks from the remaining choices. Once the coin toss is decided, get ready for some hard-hitting, smash-mouth football.

PLAYCALLING SCREEN

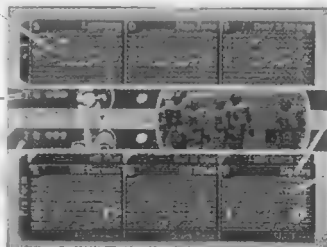
It's all about the X's and O's. From the Playcalling Screen, select the offensive, defensive, and special team plays for your team. From here, you can also see how much time is left on the game clock, how many timeouts your team has, how many yards you need for a first down, and the score of the game.

Defensive Set/
Formation/Play
windows (Defense
is always at the
top of the screen)

DEFENSE: Timeouts
remaining and score

Down, quarter and
clock information

OFFENSE: Timeouts
remaining and score



List the plays in
the next window
(D-Pad \updownarrow to cycle
through windows)

Offensive Set/
Formation/Play
windows

To select a play:

1. Use the D-Pad \leftrightarrow to select a formation.
2. D-Pad \updownarrow to scroll through the sets of the formation. Once you have the desired formation and set, press **Button 2**.
3. A list of three plays appears. You can use the D-Pad \leftrightarrow to scroll through the available plays.

4. Press **Button 1**, **Button 2**, or **BUTTON 3** to select the desired play.
- ↩ To go back to the previous window, press **BUTTON 4**.
- ↩ To flip plays (change the formation to the opposite side of the field), press the **R2** button.
- ↩ To call a play from the header below the selection window, press the **L2** button + **BUTTON 1**, **BUTTON 2**, or **BUTTON 3**. To call a play from the header above, press the **L1** button + **BUTTON 1**, **BUTTON 2**, or **BUTTON 3**.
- ◆ To learn how to kickoff, ➤ *Kicking Game* on p. 16.
- ◆ After each play, the offense has 40 seconds (25 after penalties and timeouts) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.



EA TIP: To run a hurry-up offense, press and hold the **Blue** button immediately at the end of the play (after the whistle blows). The offense skips the huddle, hurries to the line of scrimmage, and repeats the previous play. If you want your quarterback to spike the ball, press and hold the **Green** button at the end of a play to run a stop clock play.

GAME SCREEN

On the top left hand corner of the game screen, the game clock appears along with down and yards to go information. On the bottom right hand corner the play clock appears.

Down and
Yards to go

Game clock



First down marker

Controlled star
(identified player)

Play clock

- ◆ If your controlled player is off-screen, an arrow the same color as your control star points toward him from the edge of the screen. Hold the D-Pad in the opposite direction of the arrow to bring the player on-screen. You can also press **BUTTON 2** to control another player closer to the ball.

COMPLETE CONTROL SUMMARY

OFFENSE (BEFORE THE SNAP)

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
View receivers to the left/right	R1 + D-Pad ↔	C + D-Pad ↔	R + ⬅️/➡️ Arrow keys
Fake the snap	BUTTON 3	B	[F]
Call an audible ➤ Audibles on page 35.	BUTTON 1 then BUTTON 1, 2, 3, L1, R1, L2, or R2	X then X, A, B, LEFT TRIGGER, RIGHT TRIGGER, or Z	[S] then [S], [D], [F], [W], [R], or [A]
Move receiver in motion (when selected)	D-Pad ↔	D-Pad ↔	⬅️/➡️ Arrow Keys
Call a Hot Route	BUTTON 4	Y	[E]
QB crowd control	L2	Z	[A]
Snap the ball	BUTTON 2	A	[D] or [ENTER]

- ➡ To call a Hot Route, press **BUTTON 4** at the line of scrimmage, and then press the button symbol of the receiver whose route you want to change. When the receiver is selected, press any direction on the D-Pad to change the receiver's route.
- ➡ To call a man in motion, press up or down on the D-pad at the line of scrimmage to highlight the player you want to put in motion. Then, press left or right on the D-pad to send the highlighted player in motion. The receiver runs the same route, except on the opposite side of the field.
- ➡ To cancel an audible at the line of scrimmage, press **BUTTON 4** to revert back to your original play. For more information, ➤ Audibles on page 35.

RUNNING

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Speed burst/ Head down	BUTTON 2	A	<u>D</u> or <u>ENTER</u>
Dive/QB slide	BUTTON 1	X	<u>S</u>
Jump/Hurdle	BUTTON 4	Y	<u>E</u>
Spin	BUTTON 3	B	<u>F</u>
Stiff arm	L2/R2	Z/C	<u>A</u> / <u>G</u>
Juke left/right	L1/R1	Left Trigger/ Right Trigger	<u>W</u> / <u>R</u>

PASSING

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
View available receivers	BUTTON 1	A	<u>D</u> or <u>ENTER</u>
Pass to the receiver with corresponding control symbol	BUTTON 1, 2, 3, L1, or R1	X, A, B, Left Trigger, or Right Trigger	<u>S</u> , <u>D</u> , <u>F</u> , <u>W</u> , or <u>R</u>
QB scramble	BUTTON 4	Y	<u>E</u>
Throw ball away	L2 + BUTTON 4	Z + Y	<u>A</u> + <u>E</u>
Route-based passing	L2 + receiver symbol	Z + receiver symbol	<u>A</u> + receiver symbol
Pump fake	R2 + passing symbol of the receiver you want to fake to	C + passing symbol of the receiver you want to fake to	<u>G</u> + passing symbol of the receiver you want to fake to

➡ To throw a bullet pass, press and hold down the button that corresponds to the targeted receiver. To throw a lob pass, tap the button.

➡ To throw a route-based pass, press and hold the **L2** button and press the button of the receiver you want to throw to and the QB will lead the receiver while he's running his route.



EA TIP: If your quarterback is under heavy pressure, press **BUTTON 4** while he's still in the pocket and scramble for yardage. During your run, you can press **BUTTON 4** again to bring up the passing symbols. However, once your QB passes the line of scrimmage, he's not allowed to throw the ball downfield.

RECEIVING

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Control receiver	BUTTON 2	A	[D] or [ENTER]
Dive for pass	BUTTON 1	X	[S]
Jump for pass	BUTTON 4	Y	[E]

DEFENSE (BEFORE THE SNAP)

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Cycle defenders	BUTTON 2/BUTTON 3	A/B	[D] or [F]
Reposition player	D-Pad	D-Pad	Arrow keys
Shift defensive line	L1/R1	Left Trigger/ Right Trigger	[W]/[R]
Coverage Audibles/ Secondary shift (> Coverage Audibles below)	BUTTON 4, then BUTTON 1, BUTTON 2, BUTTON 3, or BUTTON 4	Y, then X, A, B or Y	[E], then [S], [D] or [ENTER], [F] or [E]
Call an audible (> Audibles on p. 35)	BUTTON 1, then BUTTON 1, 2, 3, 4, L1, R1, or L2	A then X, A, B, Left Trigger, Right Trigger, Z or Y	[S] then [S], [D] or [ENTER], [F], [W], [R], [A], or [E]
Crowd control	L2	Z	[A]

COVERAGE AUDIBLES

Coverage Audibles allow you to change the logic of the cornerbacks at the line of scrimmage. There are three levels of coverage audibles: The first puts the cornerbacks into bump and run. The cornerbacks jam the receiver at the line of scrimmage for tight man-to-man coverage. The second puts the cornerbacks 5-7 yards off the ball in loose coverage. The third puts the cornerbacks back into the original play coverage.

DEFENSE (AFTER THE SNAP)

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Control player nearest to the ball	BUTTON 2	A	D or ENTER
Dive	BUTTON 1	X	S
Power tackle/ Speed burst	BUTTON 3	B	F
Jump	BUTTON 4	Y	E
Swim move	L1/R1	Left Trigger/ Right Trigger	W / R
Strip Ball	L2/R2	Z/C	A / G

⇒ For a power tackle, press **BUTTON 3**. If the player is too far to make the tackle, pressing the button gives him a speed burst.

KICKING GAME

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Kickoff/Field Goals/Punts	BUTTON 2	A	D or ENTER
Direction of kick	D-Pad	D-Pad	← / → Arrow Keys
Call an audible	BUTTON 1 then L1 for an onside kick (Red then Red reverts to regular kick)	X then Left Trigger for an onside kick (X then X reverts to regular kick)	S then W for an onside kick (S then S reverts to regular kick)

⇒ To select a field goal kicking formation, select the SPECIAL formation at the Playcalling Screen. Then, D-Pad **↓** to select the FIELD GOAL set.

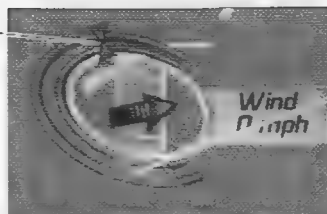
◆ When calling an audible from punt or field goal formations, refer to your offensive audible set. ➤ *Audibles* on p. 35.

KICKING THE BALL

When you are kicking the ball, whether it's for a kickoff, punt, or field goal, notice that the kicking meter appears in the bottom left hand corner.

⇒ Press **BUTTON 2** to start the kick meter.


When the meter reaches here, it is at its highest desirable point. Press **BUTTON 2** again before it passes this section or you will over-kick.



Press **BUTTON 2** again when the meter comes back to this point. Pressing the **BUTTON 2** here gives your kick better accuracy.

- ◆ When kicking or punting, over-kicking can add power to the kick. Remember though, using over-kick speeds up the return meter that decreases your chances for making an accurate kick. Also, try to stop the kick meter in the middle of the yellow accuracy range for best accuracy.
- ➡ Aim your kick or change the trajectory with the directional meter by pressing the D-Pad. This must be done before you kick the ball.

KICKOFF/PUNT RECEIVING

Action	Grovis™ Gamepad Pro	SideWinder™	Keyboard
Control return man	D-Pad	D-Pad	Arrow keys 
Switch players	BUTTON 2	A	D or ENTER
Fair catch/Kneel (you must have control of the return man)	BUTTON 4	Y	E

PAUSE MENU

When the action on the field is getting out of control, pause the game and take a break. The Pause menu also allows you to stop the clock with a timeout, view instant replays, read game information in a variety of categories, and readjust the game settings and options.

- ➡ During the game, press the **START** button to reach the Pause menu.

TIMEOUT

Select this option to call a timeout. You get three timeouts per half.

INSTANT REPLAY

View all the action from the last play that occurred on the field.

STATS/INFO

Game Stats: View offensive and defensive team statistics.

Individual Statistics: View individual player statistics.

Scoring Summary: View a list of scoring plays during the game.

TEAM MANAGEMENT

Depth Charts: Re-arrange the depth chart for all positions. For more information, ➤ *Depth* on page 27.

Formation Subs: Arrange a depth chart for a specific formation. For more information, ➤ *Subs* on page 28.

USER PROFILE

Audibles: Set the audibles for your team. For more information, ➤ *Audibles* on page 35.

SETTINGS

User Settings: Configure in-game settings. For more information, ➤ *User Settings* on page 36.

System Settings: Adjust visual and audio effects. For more information, ➤ *System Settings* on page 40.

REMOTE

These settings are only available if you are connected to an online game.

Chat: Communicate with your opponent.

Status: Check the current connection status.

Connect/Disconnect: Disconnect from a game or attempt to reconnect to a game if the connection was lost.

HELP

Call up the Help menu.

QUIT

Quit the game. From here, you will be prompted if you want to save your game.

RESUME

Get back on the field and resume the game in progress.

FRANCHISE

Run the table season after season by building football's next dynasty. In Franchise mode, you play General Manager and Head Coach. Play through multiple seasons on the field, and be the executive in the off-season off of it. Trade players, negotiate player contracts, and take your team all the way to the Super Bowl. You can even test out your skills against real human competition by joining an online league. Join a league through EA Football Net (Online Lobby), a modem, a LAN, or the Internet.

FRANCHISE MENU

When you first click on FRANCHISE from the Main menu, a pop-up window appears. Here you can choose whether to play a franchise, play a season, load a currently saved franchise/season, or join an online franchise/season.

SEASON	Start a new NFL season.
FRANCHISE	Build your own franchise and play multiple seasons.
LOAD	Open the files where you can load a saved franchise/season.
JOIN	Join an online franchise. For more information on how to join remote games, ➤ <i>Remote</i> on page 43.
CANCEL	Return to the Main menu



NOTE: There is a distinct difference between Season and Franchise mode. When playing in a Season mode, you continue playing year 1 repeatedly, while in Franchise mode, the season ends after your team plays its last game in season 1. If you continue to play in Franchise mode, you run your team's operations in the post-season by taking part in the player draft. You also get to negotiate player contracts, waive players, and sign free agents. Players may retire at the end of a season and player attributes change during every off-season. In other words, your team's roster continues to change through the entire franchise.

LEAGUE SETUP

Regardless of which mode you choose to play (Season or Franchise), the League Setup menu appears. Here, you select the settings for your season/franchise.

LEAGUE NAME	Create a name for your league in the textbox.
NUMBER OF TEAMS	Select the number of teams you want to have in your league (6, 12, 18, 24, or 31). 31-team leagues play 16 games while 6, 12, 28, and 24 team leagues play 10-game seasons.
DRAFT TIMER	Select the number of minutes that teams have to select a player during the off-season draft (OFF or 1-5 minutes).
FANTASY DRAFT	Run a Fantasy Draft and bring players from any NFL roster to your team. You can draft an entire team from scratch, player by player.
COACHING CHANGES	When ON , coaches may lose their job during or after a season. The default is OFF .
SALARY CAP	When ON , the NFL salary cap is enforced and you have a limited budget to sign free agents and draft picks.
TRADE DEADLINE	When ON , the NFL trade deadline is enforced. No trading will be allowed after Week 6.
INCLUDE CAREER STATS	When ON , players start the season with their real NFL career stats. The default is OFF .
CLEAR STATS YEARLY	When ON , each player's stats at the end of each season are cleared. When OFF , players accumulate career stats.



NOTE: Include Career Stats and Clear Stats Yearly are only available in Franchise mode.

MULTI-TEAM SELECT

After you finish setting up the options for your Franchise/Season, the Multi-Team Select menu appears. From here, you can assign an active User Profile to a particular team or you can assign teams to CPU control.



NOTE: If you had selected the Fantasy Draft option from the League Setup menu, you go to the Fantasy Draft first before heading to the Play Week menu. For more information, ➤ *Fantasy Draft* on page 24.



SELECTING A TEAM

The team column shows a list of the teams that are currently enlisted in the Franchise/Season. If you want to change the teams that are listed, click on a team and select a new one from the pull-down menu that appears. All teams that you have available for you to play will show up in this pull-down menu. This includes unlocked teams that you may have gained from completing Great Games (➤ *Great Games* on p. 33).

SELECTING A USER CONTROL

The Control column shows which active User Profiles control which teams. To change the control of a team, click on the appropriate section and select an active User Profile that you want to control the team. You may also give control of the teams to the CPU. When you click on PLAY WEEK, you are prompted to close all "Open" slots. Clicking on ACCEPT changes all "Open" slots to "CPU" control.

STATUS

Once an active User Profile has selected control over a team, the Franchise/Season cannot continue until the Ready box has been activated.

➤ Once you are finished setting up the teams and controls, click PLAY WEEK to advance to the next stage.

PLAY WEEK

This screen lists all the games that are to be played throughout the season. You can scroll through each week and observe the scores of games that have already been played.

Simulate
a specific game

Simulate all CPU
vs. CPU games

Simulate ALL the
games in the week

RESOLVE

Schedule for the
week

User-controlled
team

View the schedule
by week

Go to the Team
Management
screen

Scouting Report

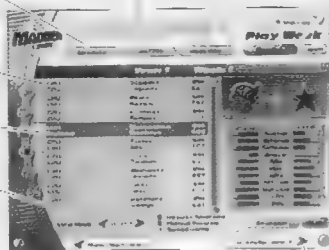
Review game stats

Quit

Return to the
Multi-Select screen

Jump to Practice mode
(= p. 31)

Advance to the
Controller Select screen



PLAYING A GAME

In order to advance through your Franchise/Season, you must either play your designated games or simulate them

➡ To play a game, highlight the game on the schedule, and then select **CONTROLLER SELECT**. There, you will be able to set up your controls and play the game.



NOTE: If you quit a Franchise/Season game in the middle of progress, a green box appears next to your game on the schedule, indicating that your game is saved and still in progress. To resume your game, highlight the game from the schedule and then click **CONTROLLER SELECT**.

SIMULATING GAMES

If you don't play your game, you must simulate it in order to move deeper into the season. This is a helpful tool if you want to have the CPU quickly play all of its games in a week. There are three different ways to simulate games on the schedule: **SIMULATE**, **SIM CPU**, and **WEEK ADV**.

SIMULATE

Simulate an individual game on the schedule.

SIM CPU

Simulate all CPU vs. CPU games listed in the schedule. All User games will not be simulated.

WEEK ADV

Simulate all games, including user-controlled games. After it is finished simulating the entire week, the schedule for the next week appears. This option also deletes any pending trades for that week.

RESOLVE

This is accessible in an online franchise only seen by the commissioner of the league. When a game between two remote users is played, the results are uploaded to the commissioner's computer the next time the users log on to the league server. Problems can arise if the game files from each user do not match. If there is a discrepancy between the game files from each user, the commissioner will be notified and given choices based on the results of the files.

TEAM

Opens the Team Management screen.

PRACTICE

Takes your team to the practice field. For more information on Practice mode, > *Practice* on p. 31.

STATS

Opens the Game Stats screen for the highlighted game. The highlighted game must have been played already for this button to work.



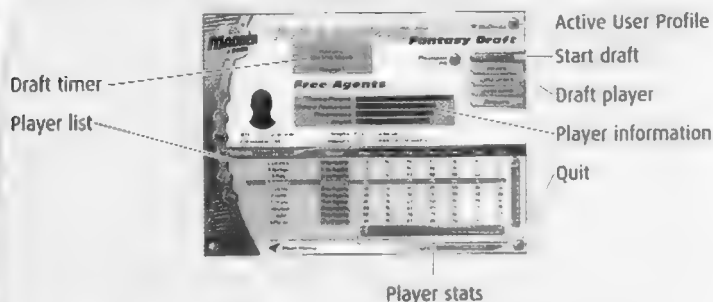
NOTE: In Online Franchises, only the commissioner has the ability to simulate games.

TEAM

From the Team Management screen, you can formulate trades, check depth charts, and many other features. However, you must be controlling a team highlighted in the schedule to perform trades or change rosters. For more information, ➤ *Team Management* on page 26.

FANTASY DRAFT

If you are playing a Franchise/Season with this option ON, you can draft players to your team roster by selecting individuals available from a pool from every NFL roster. When you are finished drafting your team, click PLAY WEEK to advance to the next stage of your Franchise/Season.



DRAFT TIMER

The Draft Timer shows how much time a team has to make a draft pick.

LIST OF PLAYERS

View the list of players in the Fantasy Draft pool. Players available to be drafted are designated as free agents. All others list the team that drafted them.

➡ To scroll through the list, D-Pad ⬅ if the list is highlighted, or you can click on the scrollbar to the right side of the list.

PLAYER INFORMATION

View lists of various information about the players in the draft. Here, you can see the player's name, photo, position, height, weight, what college he went to, injury status, and a few of the player's statistic bars.

PLAYER ATTRIBUTES

View each player's individual attributes in various categories. This information can be extremely helpful if you are looking for a player with great tackling ability, awareness, stamina, etc. For a list of the rating abbreviations, ➤ *Rating Abbreviations* on page 26.

START THE DRAFT

In order to start the Fantasy Draft, click the **START** button located near the top right hand corner of the Fantasy Draft screen. The draft timer begins and teams draft players one-by-one. When your team is up on the clock, it is your turn to draft a player from the player list.

To draft a player:

1. Browse through the player list until you find a player that you want to draft.
2. Click on the player's name, and then select the DRAFT button. That player is added to your team roster.



NOTE: If you want the CPU to draft for you, click CPU PICK instead of DRAFT. The CPU drafts the best available player, according to its logic.

OVERVIEW BUTTON

From the Overview screen, you can quickly see how your team shapes up. Use it to view your Coaching Strategies, season and career and rankings in a number of different categories. During the draft, you can also see what positions you need to fill.

REPORT BUTTON

Save the Fantasy Draft's player list in a printable file. It will contain all the players that are currently showing in the player list. For example, if you sorted the player list to show only quarterbacks then the Report button only saves the quarterback player list.



NOTE: Options not explained under Fantasy Draft are listed on p. 27.

RATING ABBREVIATIONS

OVR	Overall	KAC	Kicking Accuracy
AGI	Agility	BTK	Ability to Break Tackles
SPD	Speed	TAC	Tackling Ability
AWR	Awareness	IMP	Importance to Team
THP	Throwing Power	PBK	Pass Blocking
THA	Throwing Accuracy	RBK	Run Blocking
STR	Strength	INJ	Injury Resistance
ACC	Acceleration	AGE	Players Age
CAT	Catching Ability	PRO	Years PRO
CAR	Ball Carrying Ability	HGT	Height
KPW	Kicking Power	WGT	Weight

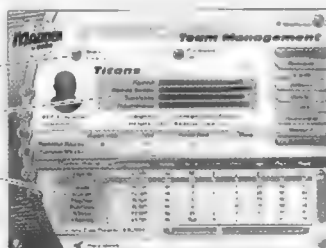
TEAM MANAGEMENT

Change your team's rosters and make trades to other teams. Once, you have finished making changes to your team, click on **PLAY WEEK** to return to the week's game schedule.

Team button

Player information

Player list



Active User Profile

Manage team.
See p. 27 for
more information

Quit

Player stats

CONTRACT

Negotiate player contracts with the highlighted player in the player list. From here, you can sign free agents or negotiate a contract with one of your team's players. Free agents can be signed by selecting FREE AGENTS in the Team button.

RELEASE

Release a player from your roster and add him to the free agent list.

TRADE

Propose a trade with the player highlighted in the player list. At this menu, you can select players from your roster and propose a trade to another team.

To offer a trade:

1. Select the player(s) from your team roster that you want to trade, and then press **BUTTON 2**.
2. Click on the Team button to view the roster of the team you want to trade to.
3. From that team's roster, highlight the player(s) that you want to trade for your player(s). Then, press **BUTTON 2**.
4. Once, you are finished, click SUBMIT. Your trade offer will be sent to the other team.

OFFERS

Open the Trade Offers screen. This screen displays all trade offers the currently selected team has.

DEPTH

View the depth chart of any team. You can change and reorder your starters from there.

To change the order of the depth chart:

1. From the Current Lineup section, highlight a player to be removed or reordered in the original depth chart.
2. Press **BUTTON 2** to move the focus to the Available Players list.
3. From the Available Players list, highlight a new player who you want substituted in the original slot.
4. Press **BUTTON 2** and the new player appears in the lineup, and the new depth chart is set.

SUBS

Open the Formation Substitutions screen. There, you can place certain players on your team in certain formations.

To change the depth chart of a specific formation:

1. Select an offensive or defensive formation and set.
2. Select a position by clicking on the X's or O's in the formation section.
3. From the Available Players list, highlight a player to be substituted in the starting spot and press **BUTTON 2**. The new depth chart is set.

OVERVIEW

View a team's coach info, statistics, rankings, coaching strategy, and roster breakdown.

EXPORT

Export the current team to another roster and use that during a regular exhibition game.

THE END OF THE REGULAR SEASON

After all the games in the regular season are played, the playoffs begin. Teams fight their way to the Super Bowl but only one team comes out on top. After the Super Bowl and Pro Bowl have been played, the season comes to an end. If you are playing in Season mode, the computer generates a new schedule for a new season and everything starts over. If you are playing in Franchise mode, you enter the post-season where you can draft new players, resign free agents, and check on your players' progress.

POST-SEASON (FRANCHISE ONLY)

After the completion of a season, focus your attention on the future. Rebuild or stock up your team through the draft and by signing key free agents. You control the moves for your team, while the computer handles the other teams. This is the time to re-sign, trade, draft players, and sign free agents.

LEAGUE NEWS

The League News menu appears at the end of every season. From here, you can read the list of retired players and review player trades and signings. You can also view the yearly awards to see which players were the best of the entire league.

PLAYER PROGRESSION

See how your players progressed through the season. If they did well during the season, they are awarded with bonuses to their stats. If they played poorly, they may suffer penalties to their stats.

RE-SIGN/TRADE PLAYERS

Re-sign and trade current players on your team roster.

To negotiate a player's contract:

1. Highlight a player from the player list, and click CONTRACT. The Negotiate Contract menu appears.
2. Offer a salary and length of contract, and click SUBMIT. The player either accepts or declines the offer.

FREE AGENT SIGNING

During the Free Agent signing period, you have 45 days in which to sign available players. You must fit all your players under the salary cap. Whenever you have submitted an offer to a free agent, you need to click the ADVANCE button to advance through the days.

To bid on a player:

1. Highlight a player from the player list, and click SIGN. The Negotiate Contract menu appears.
2. Offer a salary and length of contract, and click SUBMIT. The free agent may accept the offer or decline it and solicit offers from other teams. If this is the case, you must come up with a more suitable contract before he decides to sign with another team.

NFL DRAFT

Build for the future via the rookie draft. Each team selects one player per round. For more information on drafting, ➤ *Fantasy Draft* on page 24.

SIGN DRAFT PICKS

After the NFL Draft, you must sign your draft picks to your roster.

ONLINE FRANCHISE

HOSTING

You can start a league, and other remote users can join it if they have your connection information.

To start an online league:

1. From the Main menu, begin a Franchise.
2. From the Multi-Team select screen, click on the Remote icon.
3. Click on Connect/Disconnect.
4. Select the type of connection you want to use.
5. Click the Host button. Now remote users can connect to your league if they have your connection information.

JOINING

You can join an online league if you have the connection information

To join an online league:

1. From Main menu, enter Franchise.
2. Select the Join option.
3. Enter the connection info given to you by the remote league commissioner.
4. Click the join button.



NOTE: If the commissioner is online, you will be connected. Once you choose a team then click the ready button on this screen, you are registered for the league. You can then exit out to the main menu or stay online and wait for the commissioner to advance the league.

RECONNECTING

After you are registered for an online league, you just need to follow these steps to reconnect to the commissioner's computer:

1. From the Main menu, open the file icon.
2. Load the league.
3. Enter the connection info or open the address book if you have added it there.
4. Click the join button.



NOTE: If the commissioner is online, you will be reconnected. From there, the league status is uploaded to your computer.



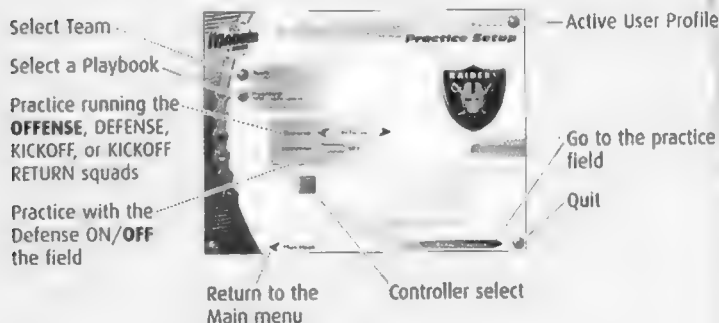
PRACTICE

Brush up on your playing skills or master a team's playbook on the practice field. Here you can run a single play over and over against or without a defense.

PRACTICE SETUP SCREEN

From the Practice Setup screen, select the team and playbook that you want to practice with. You must also select a controller before entering the practice.

➡ Once you are finished setting up your practice settings, click ENTER PRACTICE to begin your practice.



TEAM AND PLAYBOOK

These two buttons allow you to select the team you want to control and which playbook you want to practice with.

CONTROL AND DEFENSE

These options give you the ability to select what aspect of your team you want to control (**OFFENSE**, **DEFENSE**, **KICKOFF RETURN**, or **KICKOFF**). You can choose to practice your offensive plays with Defense **ON/OFF**. The Defense button applies only if you select to control the offense.

CONTROLLER SELECT

Select a controller that you want to use to control your team on the practice field.

PRACTICE PAUSE MENU

Press the **START** button during practice to reach the Pause menu for a list of options. From here, you can change game settings, choose a new play, substitute players and more:

NEW PLAY

Flip through the playbook and run a new play.

RE-SPOT BALL

Re-spot the ball anywhere on the field, between the hash marks.

INSTANT REPLAY

View all the action from the last play with an instant replay.

TEAM MANAGEMENT

Depth Charts: Re-arrange the depth chart for all positions. For more information, ➤ *Depth* on page 27.

Formation Subs: Arrange a depth chart for a specific formation. For more information, ➤ *Subs* on page 28.

SETTINGS

User Settings: Configure some in-game settings. For more information, ➤ *User Settings* on page 36.

System Settings: Adjust visual and audio effects. For more information, ➤ *System Settings* on page 40.

HELP

View the Help menu.

QUIT

Quit Practice mode and return to the Main menu.

RESUME

Clicking this button will take you back to your practice in progress.

GREAT GAMES

Rewrite the record books by replaying 35 Great Games in NFL history. Every time you successfully complete the challenge, another Great Game scenario becomes available. Game One pits the 49ers against the Lions in their classic 1957 playoff battle.



NOTE: Be sure to read the game highlights before each game to learn more about the game situation.



NOTE: Although there are 35 Great Games to choose from, you must play each game in order. After each win, you advance to the next challenging game.



NOTE: Once you successfully completed a game, the two classic teams become unlocked with the codes that are given. You can play these teams in Exhibition, Franchise, or Season games.

MAIN MENU OPTIONS

Make a variety of pre-game adjustments to match your gaming style.

STATS/INFO

Check on statistics and information for the active User Profile.

USER STATISTICS

The user statistics screen loads and displays the current statistics for the active User Profile. Statistics are from all games that the User Profile has played. This includes Exhibition, Season, Franchise, Great Games, Online, and Local games.

NOTIFICATION (FRANCHISE MODE ONLY)

View all player movements that apply to your teams. Here, you can check on the status of trades or see if any of your players retired or became injured.

TEAM SCHEDULES (FRANCHISE MODE ONLY)

Review team schedules for the current season. You can also view the scores of the games that have been already played.

TEAM STATISTICS (FRANCHISE MODE ONLY)

View various team statistics in offensive and defensive categories.

TEAM STANDINGS (FRANCHISE MODE ONLY)

Check up on the status of your team and how they rank among the other teams in the league.

INDIVIDUAL STATISTICS (FRANCHISE MODE ONLY)

View individual player statistics for the league. You can sort these statistics in several key categories.

LEAGUE NEWS (FRANCHISE MODE ONLY)

This screen is the center location for all news around the league. If something happened in the league, you'll find it here. You can check up on weekly and yearly awards and see which players are performing better than the other players in the league.

DRAFT PREVIEW (FRANCHISE MODE ONLY)

See the list of players that will be in the next year's draft. This option is not available until the current season is over.

DRAFT AUTOMATION (FRANCHISE MODE ONLY)

This menu is used if you want the CPU to draft for your team. You set up positions and priorities to help assist the CPU in drafting the players that you need. This option is not available until the current season is over.

NFL RECORD BOOK

View *Madden NFL 2002* all-time records.

ALL-TIME RECORDS

View the in-game records that have been broken on the local computer during a game. This includes Exhibition, Franchise, Season, Great Games, Online, and Local games.

SUPER BOWL HISTORY (FRANCHISE MODE ONLY)

View the past Super Bowl champions whether in your own custom league or in the NFL.

LEAGUE LEADERS (FRANCHISE MODE ONLY)

View the leading players in the different statistical categories.

LEAGUE RECORDS (FRANCHISE MODE ONLY)

League records are tracked through every season and game. When a player breaks a league record, it is saved here.

TEAM RECORDS (FRANCHISE MODE ONLY)

This screen tracks records that each team in the league sets during a season or game. Every team has its own record book.

USER PROFILE

Customize the active User Profile's audibles.

AUDIBLES

View current audibles that are set for a User Profile's offensive and defensive plays. Instead of a global audible set, each playbook has its own audible set—six on offense and six on defense.

To set an audible:

1. Select either OFFENSE or DEFENSE.
2. Highlight one of the three current audibles shown in the top window display.
3. Select a new play from the bottom window display and press **BUTTON 2** to accept the new audible.

SETTINGS

Customize the settings that relate to *Madden NFL 2002*. User settings, gameplay settings, system settings, controller configuration, and secret codes are all here.



NOTE: Changes made to user settings, gameplay settings, controller configuration, and secret codes apply to the active User Profile and are not global. System settings are global and affect all User Profiles.

USER SETTINGS

PLAYER DISPLAY

Sets the player display to OFF, **NAME**, NUMBER, or POSITION. When set to NAME, the player's name appears below the control star in-game. When set to NUMBER, the player's number appears, and when set to POSITION, the player's position appears.

FIELD LINES

Sets the field line display to NONE, **FIRST DOWN**, LOS, or BOTH. When set to FIRST DOWN, a yellow first down marker is displayed across the field. When set to LOS, a blue line is displayed on the field where a player is tackled to show the new line of scrimmage. When set to BOTH, the first down and Line of Scrimmage field lines appear.

PASSING MODE

Sets the type of passing mode between **NORMAL** or QUICK. When set to NORMAL, after the ball is hiked you must press the Yellow button to bring up the passing icons. When set to QUICK, after the ball is hiked the passing icons come up automatically.

PLAYCALL MODE

Sets the playcall mode between **NORMAL** and GO TO GUY. When set to NORMAL, you have all the plays in the playbook to choose from. When set to GO TO GUY, you select a play based on a primary player.

AUTO INSTANT REPLAY

Turn the automatic instant replay feature **ON/OFF**. When ON, the instant replay feature automatically plays after a big play.

PLAYER LOCK

This option is used only when on defense. When set **ON**, the player that you select before the snap becomes the default player that you control at the start of the next play.

AUTO SUBS

Turn the automatic substitution feature **ON/OFF**. When ON, the game automatically substitutes your players in and out of the game based on their fatigue level.

AUTO SUB IN

Determines when a player is substituted back into the game based on his current fatigue level. The higher the level, the slower a player is substituted back into the game.

AUTO SUB OUT

Determines when a player is substituted out of the game based on his current fatigue level. When set to lower levels, players stay in the game longer before they are substituted out.

GAMEPLAY SETTINGS

Customize your gameplay settings to affect your in-game experience. There are three different submenus of gameplay settings: **GAMEPLAY**, **SITUATION**, and **LEAGUE**. Simply click on these tabs to change to these submenus.

GAMEPLAY

QUARTER LENGTH

Set the length for game quarters between 1 to 15 minutes. The default length is **5** minutes.

SKILL LEVEL

Sets the difficulty level of the computer AI. You can set this option to **ROOKIE** (easiest), **PRO**, **ALL-PRO**, or **ALL-MADDEN** (hardest).

COACH MODE

When **ON**, you assume the position of the coach, meaning that you call the plays, make substitutions, and make all other decisions from the sidelines. But once the play starts, the computer controls the action on the field. The default is set to **OFF**.

INJURIES

When **ON**, players may get injured on the field. The computer substitutes injured players out of the game.

FATIGUE

When **ON**, players get tired on the field, affecting their performance.

PLAY NOTIFICATION

When **ON**, the current offensive and defensive plays are displayed on an in-game pop-up window. The default is **OFF**.

PLAY CLOCK

Turn the play clock **ON/OFF**. Turning the play clock **OFF** allows you to take as much time as you want to call a play.

PENALTY LEVELS

Changing the sliders at this screen either increases or decreases the frequency of penalties called during the game.

You can also change other in-game settings by clicking the selector arrows located near the top center part of the menu. With these selector arrows, you can adjust certain in-game physics to your liking such as:

AI OFFENSE (HUMAN AND CPU)

- | | |
|--------------------------|--|
| QB ACCURACY | This affects how accurately the ball is thrown to a receiver from the QB. |
| PASS BLOCKING | This affects the rate of success that players have in making successful pass blocks. |
| RECEIVER CATCHING | This affects how often a receiver can catch the ball. |
| RUNNING ABILITY | This affects the ratings of a running back such as awareness, agility, speed, acceleration, etc. |
| RUN BLOCKING | This affects the rate of success that players have in making run blocks. |

AI DEFENSE (HUMAN AND CPU)

- | | |
|-----------------------|---|
| AWARENESS | This affects how fast a player reacts to a play on the field. |
| PASS KNOCKDOWN | This affects how often a pass is blocked by the defense. |
| INTERCEPTIONS | This affects how often a pass is intercepted by the defense. |
| BREAK BLOCKS | This affects how well the offense blocks a defender as well as how good a player is at breaking through blocks. |
| TACKLING | This affects how well a defender tackles an offensive player. |

SPECIAL TEAMS

FG LENGTH

Set the length a kicker will kick the ball on a field goal attempt.

FG ACCURACY

Sets the accuracy of field goal kicks and extra point conversions.

PUNT LENGTH

Sets the length a punter will kick the ball.

PUNT ACCURACY

Sets the accuracy of the player punting the ball.

KICK LENGTH

Sets the overall distance of a kick during kickoffs.

SITUATION

Put yourself in any game situation.

SITUATION MODE

When **ON**, the games you play in Exhibition mode are considered situational games. Turn **OFF** to return to normal Exhibition mode play.

AWAY TEAM SCORE

Sets the score of the away team (0-99).

AWAY TEAM TIME OUTS

Sets how many time outs the away team has remaining (0-3).

HOME TEAM SCORE

Sets the score of the home team (0-99).

HOME TEAM TIME OUTS

Sets how many time outs the home team has remaining (0-3).

QUARTER

Sets the quarter the game starts in (1-4 and overtime).

TIME LEFT

Sets the time left on the game clock (1-15 minutes).

DOWN

Sets the current down (1-4).

DISTANCE

Sets the distance needed to make the first down.

LINE OF SCRIMMAGE

Sets where the line of scrimmage is located.

POSSESSION

Sets which team has possession of the ball (**HOME** or **AWAY**).

⇒ For more information, > *Situation Gameplay* on p. 10

LEAGUE

NUMBER OF TEAMS

Select the number of teams you want to have in your franchise or season (6, 12, 18, 24, or **31**). 31-team leagues play 16 games while 6, 12, 28, and 24 team leagues play 10-game seasons.

DRAFT TIMER

Select the number of minutes that teams have to select each draft pick per round (**OFF** or 1-5 minutes).

FANTASY DRAFT

Run a Fantasy Draft. Choosing this allows the user to draft a whole team from scratch, player by player.

COACHING CHANGES

When **ON**, coaches may lose their job during or after a season.

SALARY CAP

When **ON**, the NFL salary cap is enforced, meaning teams have a limited budget to spend on players.

TRADE DEADLINE

When **ON**, the NFL trade deadline is enforced. No trading is allowed after week No. 6.

INCLUDE CAREER STATS

When **ON**, players start the season with their real NFL career stats.

CLEAR STATS YEARLY

When **ON**, each player's stats at the end of each season are cleared. When **OFF**, players accumulate career stats.

SYSTEM SETTINGS

System settings allow you to choose the detail settings to best suit your computer system as well as make audio adjustments. There are two different submenus of system settings: **VISUAL** and **AUDIO**. Simply click on these tabs to change the submenu.



NOTE: Any changes done in this menu are global, meaning that it affects all User Profiles.

VISUAL

Adjust all visual settings in this game. This menu also consists of several submenus, which can be accessed by clicking on the selector arrows located in the top center of the screen.



NOTE: If you are finding that gameplay is too slow or choppy for your computer, try using lower details.

IN-GAME GRAPHICS

SCREEN RESOLUTION

Adjusts the in-game screen resolution to 640x480, 800x600, 1024x768, 1280x960, or 1600x1200.

COLOR BIT DEPTH

Adjusts the number of colors that are displayed in-game to 16-BIT COLOR or 32-BIT COLOR.

TEXTURE FILTER

Changes the way the textures look in-game: LINEAR (worst), BILINEAR, or TRILINEAR (best).

TEXTURE RESOLUTION

Adjusts the resolution which textures are displayed: LOW (worst), MEDIUM, or HIGH (best)

TEXTURE DEPTH

Adjusts the number of colors that are used in the in-game textures to DEFAULT, 16-BIT, or 32-BIT.

IN-GAME MODELS

PLAYER DETAIL

Adjusts the quality of the player models that are used in-game.

STADIUM DETAIL

Adjusts the level of detail of the stadiums to HIGH or LOW.

PLAYER SHADOWS

Adjusts the type of player shadow that is used in-game to REAL-TIME or SIMPLE.

HELMET MAPPING

Turns the environmental reflections of player helmets ON/OFF.

FRONT-END MENUS

TRANSITIONS

Turns sliding transitions between screens ON/OFF.

EFFECTS

Turns ending effect of sliding transitions ON/OFF.

BACKGROUND

Turns animated background screen effect ON/OFF.

IN-GAME VISUALS

IN-GAME EFFECTS

Adjusts the amount of and level of special effects that take place in-game like stadium lighting, rain, snow, footprints, etc.

SIDELINE PLAYERS

Turns sideline players ON/OFF.

SIDELINE OBJECTS

Turns objects such as fans, heaters, and camera carts ON/OFF.

AUTO

Automatically sets the system settings to get the best performance on your computer.

AUDIO

From this menu, you can adjust volume levels and change other audio settings.

AUDIO QUALITY

Lower this setting if you are experiencing a drop in frame rate within the game (OFF, LOW, MEDIUM, or HIGH).

MUSIC SELECTION

Selects which song you wish to hear while navigating the interface.



NOTE: Place your favorite MP3 files into the music directory of your *Madden NFL 2002* installation and listen to them while navigating through menu screens.

COMMENTARY

Turns the in-game commentary ON/OFF.

MASTER/COMMENTARY/

CROWD/FIELD/

Sliding the bar left lowers the volume, and sliding the bar right raises the volume.

MENU MUSIC/

MENU SFX VOLUME

CONTROLLER CONFIG.

If you are not comfortable with the default setup of the controller, you can alter the button configurations.

To change button configurations:

1. Highlight the **Controller Config** option and press a button on the controller you wish to configure.
2. Press the key you want to change the action to.
3. When you are done, press the **START** button to accept the changes.

SECRET CODES

After beating Great Games scenarios, secret codes reveal locked teams and hidden stadiums. You get two codes after each Great Game that you win.



NOTE: Secret codes are saved to the active User Profile and are not global.

To enter a secret code:

1. Enter in the code in the text box on top of the screen, and press **BUTTON 2**.
2. Highlight the code from the list, and press **BUTTON 2** to activate or deactivate the game feature. A red box appears when activated.
3. Press the **START** button to apply the codes.

REMOTE

Connect to other Madden players to compete in Exhibition, Franchise, or Season games. From here you can play a Local Area Network (LAN) game, an internet (TCP/IP) game, or a modem/serial game.



NOTE: This option is not available at the Main menu. It is only accessible through Exhibition and Franchise modes.

CHAT

Once you are connected to a game, you can use the chat feature to talk to your opponent during setup and gameplay.

CONNECT/DISCONNECT

Connect and/or disconnect a game. After setting up your connection (regardless of connection type), the Connection Status screen appears. Once you are connected to a game and you want to disconnect, simply click this button again. You will then be disconnected.

There are three different connection options that you can choose from: Local, Internet, or Modem/Serial.

LOCAL (IPX, TCP/IP, UDP)

If you have access to a local area network, you can host or join network games of up to 4 players on 2 PC's (up to 3 players on one computer).

To host a network game:

1. To host a local (IPX, TCP/IP, UDP) game, select **HOST** from the Host/Join option. Also, select **LOCAL** from the Type selection.
2. Type in a name of your game and press **BUTTON 2**. You can enter a password to keep unwanted players out of your game.
3. When another player joins your game, the Team Select menu appears. Now, all you have to do is select teams and controllers, then start the game.

To join a network game:

1. To join a local (IPX, TCP/IP, UDP) game, select **JOIN** from the Host/Join option. Also, select **LOCAL** from the Type selection.
2. Choose an available game from the Game List button. You may need to type in a password if the host requires one.
3. Press **BUTTON 2**. As soon as you connect to the game, the Team Select menu appears. Now, all you have to do is select teams and controllers, then start the game.

INTERNET (TCP/IP)

If you have an IP address and access to a TCP/IP network (Internet), you can link two computers from *Madden NFL 2002* action over the Internet.



NOTE: Playing *Madden NFL 2002* over the Internet with full joystick/gamepad control requires a low-latency connection. If you experience significant lag while playing over the Internet, you may want to limit your Internet play to Coach mode (> *Gameplay Settings* on page 37).

To host an Internet game:

1. To host an Internet (TCP/IP) game, select **HOST** from the Host/Join option. Also, select **INTERNET** from the Type selection.
2. Press the **RESOLVE** button to find out what your current IP address is. You'll need to give this IP address to whomever you want to join your game.
3. Enter a password if you want to keep unwanted players out of your game.

4. Press **BUTTON 2**. When another player joins your game, the Team Select menu will appear. Now, all you have to do is select teams and controllers, then start the game.

To join an Internet game:

1. To join an Internet (TCP/IP) game, select JOIN from the Host/Join option. Also, select INTERNET from the Type selection.
2. Type in the remote IP address of the game you want to connect to. You may need to type in a password if the host requires one.
3. Press **BUTTON 2**. As soon as you connect to the game, the Team Select menu appears. Now, all you have to do is select teams and controllers, then start the game.

MODEM/SERIAL

Use this option if you want to establish a direct link to another computer via serial port or modem.

To host a modem/serial game:

1. To host a modem/serial game, select HOST from the Host/Join option. Also, select MODEM/SERIAL from the Type selection.
2. Choose the COM port that you have your null modem cable or your modem connected to.
3. Enter a password if you want to keep unwanted players out of your game.
4. Press **BUTTON 2**. When another player joins your game, the Team Select menu appears. Now, all you have to do is select teams and controllers, then start the game.

To join a modem/serial game:

1. To join a modem/serial game, select JOIN from the Host/Join option. Also, select MODEM/SERIAL from the Type selection.
2. Choose the COM port that you have your null modem cable or your modem connected to.
3. Type in the phone number of the modem that you want to dial into. You may need to type in a password if the host requires one.
4. Press **BUTTON 2**. As soon as you connect to the game, the Team Select menu appears. Now, all you have to do is select teams and controllers, then start the game.

STATUS

This option brings up the Connection Status window. From here, you can see who is connected to a game and check the status of your own connection.

MESSAGING (ONLINE FRANCHISE MODE ONLY)

This button is used to send private messages to other players in an online franchise.

FILE (SAVING AND LOADING)

Load or delete saved game files such as Exhibition, Franchise, and Season games files.



NOTE: If you load a game that was in progress, you return to that same point in the game.

To load or delete a file:

1. Highlight the file that you want to load or delete
2. Select either the LOAD or DELETE button, depending on which action you wish to perform.

ONLINE LOBBY (EA MADDEN NET)

This is where you log on to *Madden NFL 2002*'s online lobby and play games or chat. The online lobby is fully integrated with America Online™ and EA.com™ so you can use your AOL or EA.com login name here.



NOTE: Online Gameplay for *Madden NFL 2002* will be available only through August 31, 2002 subject to online terms of use and all features may not be available at the time of purchase. Please check online at www.easports.com for more information.

CHAT

The bottom area of the screen is always reserved for chatting. Here, you can send messages to other users in the lobby.

RECIPIENT LIST

The list that displays all the users in the room along with a contacts list. To send a message to every user in the chat, select EVERYONE. To send a message to a single user, select just that user's name. To send a message to all users on your contact list, select CONTACTS.

USERS

View a list of users in the room as well as add or remove users from your contact list. You can also get info and ping time of users here.

ZONES

There are several different types of zones that you can join: Chat, Scrimmage, Ranked, or League. If you just want to chat with fellow *Madden* fans, join a chat room. To play a friendly game against an opponent, join a scrimmage game. If you want to play a ranked game, join a ranked game. And, if you want to join an Online Franchise, browse through the league listing.

RANKINGS

View player rankings among other *Madden* players. You can search through the rankings database for your user name and see just how good you are!

ROSTER

Trade, sign, or release players to and from your roster or create, edit or delete a player. You can also re-arrange your depth chart and draft new players to your team.

ROSTER MANAGEMENT

From here, you can change a team's coach information or balance a roster. You can also create a team from this menu. If you want to edit, delete, and create individual players for a team, you must select **PLAYER MANAGEMENT**.

LIST OF TEAMS

View all of the teams that are available in *Madden NFL 2002*. To scroll through the list, D-Pad $\leftarrow \rightarrow$ if the list is highlighted, or you can click on the scrollbar to the right side of the list.

TEAM STATS

The team list is organized by four statistical categories: Overall, Offense, Defense, and Special. Here you can see which teams are strong in which areas.

COACH

Edit a coach's name and coaching style.

UNIFORM

This button opens the Team Uniform screen of the team highlighted in the team list. The highlighted team must be a user-created team for this option to work.

To create a new uniform:

1. After a team has been created scroll to the new team name in the Team window. Click UNIFORM. The uniform editing screen appears.
2. Select HOME and begin creating a new home uniform for your team. By using the color sliders \leftrightarrow , you can create a new color for your helmet, jersey, pants, belt, socks, and more.
 - ◆ Click APPLY to see a visual on the player model.
3. Select AWAY and create a Road uniform.
4. Select DONE when your uniform is complete.

LOGOS

This button opens the Team Logos screen. Here you can select the logos (Main, Helmet, Midfield, and Endzone) that you want associated with the highlighted team in the team list. The highlighted team must be a user-created team for this option to work.

To select a logo:

1. After a team has been created scroll to the new team name in the Team window. Click LOGO. The logo selection screen appears.
2. By using the sliders \leftrightarrow , you can select a new logo for your team plus you can select a midfield logo, helmet logo, and an endzone logo.
3. Click DONE when finished.



NOTE: For more information on Custom Team Logos, please refer to the PDF file located on the *Madden NFL 2002* game CD.

CREATE

Create a new team and add them to the league.

To create a team:

1. Click CREATE. The Create-A-Team screen appears.
2. Type in a name for your coach and select a playbook for him to use during games.
3. By using the sliders \leftrightarrow , select an offensive and defensive philosophy for your coach.
4. Enter a city name and mascot for the new team. Next, pick a stadium you wish to play your home games at.
5. Click DONE when finished. Your team is added to the league.



NOTE: In order for your team to be added to the league, you must save your team before exiting out of the Roster menu.

REMOVE

Deletes a team from the league.

BALANCE

Create an all-equal team roster. Every position on every team starts out with the same position ratings. This option takes the current roster and replaces every team's player ratings with the player ratings of the highlighted team in the team list. This is a great feature if you want to make sure that no team has an advantage over any other team in the roster.

FILE

From here, you can save, load, and delete rosters.

REPORT

Save the current roster to a printable file. The file will contain a list of every team in the roster including the overall, offense, defense, and special team ratings.

IMPORT

Import a team from another roster into the roster that is currently open.

EXPORT

Export the currently highlighted team to an already existing roster. You must have two roster files for this feature to become available.

PLAYER MANAGEMENT

Create and edit players on a team's roster. You can also adjust a team's depth chart from this menu.

LIST OF PLAYERS

View a list of every player that is on the team. To scroll through the list, D-Pad $\leftarrow \rightarrow$ if the list is highlighted, or you can click on the scrollbar to the right side of the list.

PLAYER INFORMATION

View lists of various information about a player. Here, you can see the player's name, photo, position, height, weight, what college they went to, injury status, and a few of the player's statistic bars.

PLAYER STATS

View each player's individual statistics in various categories. For a list of the rating abbreviations, ➤ *Rating Abbreviations* on page 26.

TEAM

View another team's roster and stats.

EDIT

This button opens the Create & Edit Player screen for the player highlighted in the player list.

CREATE

This buttons opens the Create & Edit Player screen.

MOVE

This button opens a pop-up that allows you to move the player highlighted in the player list to the team selected in the pop-up.

DELETE

This button deletes the player highlighted in the player list from the roster.

DEPTH

You can change and reorder your starters. For more information on depth charts, ➤ *Depth* on page 27.

AUTO FILL

This button completes your team roster automatically.

REPORT

Save the current team roster to a printable file.



NEED TECHNICAL SUPPORT? Please see the enclosed Install Guide for technical support information.



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